



THE MAGUS



HOMEBREW

Become a Master of Spell & Sword with this New Class
for the World's Greatest Roleplaying Game

THE MAGUS

As the swordsman made his way through the busy marketplace, his eyes flashed green for a brief moment. He could see the unmistakable aura of arcane magic surrounding the humble dwarf shopping for wares. He had found his target. As the warrior drew his blade, what had appeared to be a mere dwarf peasant seconds before reverted to its true form. As the demon lunged forward, the swordsman met claw with his blade.

The assassin watched as the Duke walked the streets with a single guard at his side. As the would-be assassin's blade darted toward the Duke's exposed neck, glee turned to fear as the armored guard appeared where the Duke had been moments before. Before the killer could react, a blade of emerald flame had pierced his chest.

The halfling knelt before the three hooded figures that stood before her. She had spent nearly two years of her life searching for a member of this secret order, and now she had found three. Consumed by sorrow after her father's death at the hands of a wicked sorcerer, the young halfling swore she would do whatever it took to gain the power to exact her revenge. Now that the moment was at hand, she swore fealty to the secretive order, offering up her life in return for power.

All three of the warriors described above are Magi, users of sword and spell, weaving both together in a deadly dance.

SWORD & SPELL

Known by many names throughout the multiverse, those who are able to wield both sword and spell are collectively known as Magi. Rather than dedicate their lives to studying arcane magic or mastering martial techniques, Magi are dedicated to a middle path. Though they may never command the earth-shattering magic of an archmage, or go toe to toe with a true master of the blade, a Magus is able to master a unique form of arcane combat only used by the members of their Order.

Their signature style of magic allows them to channel spells through their weapon strikes, sense the presence of arcane magic in the world around them, and even strike the weaves of spells from the air before they can take effect.

SECRET ORDERS

The magic of the Magi is not something everyone can learn. Over time, these arcane warriors have organized themselves into clandestine societies, content to operate in the shadows. Potential Magi are often identified from a young age and are inducted into an Order only after they have proven their skill and dedication. While some Orders are more secretive than others, nearly every Order of Magi is thought to be nothing more than legend to the vast majority common folk.

As Magi rise through the ranks of their secret society, they are expected to infiltrate and form relationships with those in positions of power. They often set themselves up as personal advisors, guards, and consorts to influential nobles, powerful archmages, and wealthy merchants. Though Magi may form relationships, their primary loyalty is always to their Order.



CREATING YOUR MAGUS

Those who pursue life as a Magus often give up everything in order to be accepted and trained by a master. What motivates your Magus? Have you always had an unquenchable thirst for knowledge and skill? Was one of your loved ones slain by an evil mage, setting you on the path of revenge, no matter the personal cost? Or, do you simply desire to increase your skill with both sword and sorcery in tandem with one another?

Also, decide where you acquired your training as a Magi. Are you an initiate in a secret society of arcane warriors? Or, were you trained in secret by a renegade member of an order of powerful magi who work to control the world? Maybe you were raised from birth so as to perfectly develop your talent in the art of war alongside your arcane potential.

MULTICLASSING AND THE MAGUS

If your group uses the optional multiclassing rule, here is what you need to know when you choose to take your first level in the Magus class.

Ability Score Minimum. As a multiclass character, you must have at minimum a 13 in Intelligence and either Strength or Dexterity to take a Magus level or take a level in another class if you are a Magus.

Proficiencies Gained. If Magus is not your initial class, here are the proficiency you gain when you take your first level as a Magus: light and medium armor, shields, and simple and martial weapons.

Spell Slots. Add half your levels (rounded down) in the Magus class to the appropriate levels from other classes to determine available spell slots.



THE MAGUS

Level	PB	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Arcane Armory, Fighting Style	—	—	—	—	—	—	—
2nd	+2	Spellcasting, Spellstrike	2	2	2	—	—	—	—
3rd	+2	Arcane Regeneration, Esoteric Order	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	3	—	—	—	—
5th	+3	Extra Attack, Spellsight	3	3	4	2	—	—	—
6th	+3	Ethereal Jaunt	3	4	4	2	—	—	—
7th	+3	Esoteric Order Feature	3	4	4	3	—	—	—
8th	+3	Ability Score Improvement	3	5	4	3	—	—	—
9th	+4	Spellsunder	3	5	4	3	2	—	—
10th	+4	Mystical Ward	4	6	4	3	2	—	—
11th	+4	Arcane Conservation, Prismatic Strikes	4	6	4	3	3	—	—
12th	+4	Ability Score Improvement	4	7	4	3	3	—	—
13th	+5	—	4	7	4	3	3	1	—
14th	+5	Superior Spellsunder	4	8	4	3	3	1	—
15th	+5	Esoteric Order Feature	4	8	4	3	3	2	—
16th	+5	Ability Score Improvement	4	9	4	3	3	2	—
17th	+6	—	4	9	4	3	3	3	1
18th	+6	Improved Arcane Conservation	4	10	4	3	3	3	1
19th	+6	Ability Score Improvement	4	10	4	3	3	3	2
20th	+6	Esoteric Order Feature	4	11	4	3	3	3	2

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Magus level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Magus level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two of the following: Acrobatics, Arcana, Athletics, History, Investigation, Nature, or Performance.

STARTING EQUIPMENT

As a Magus, you start with the following equipment:

- (a) martial weapon and shield or (b) two martial weapons
- (a) scale mail or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

QUICK BUILD

You can make a Magus quickly by using these suggestions. First, depending on the weapons you wish to use, make your Strength or Dexterity your highest ability score, followed by your Intelligence. Second, choose the Sage background.

ARCANE ARMORY

At 1st level, you learn the signature enchantment of the Magi, marking you as a member of their ranks. Over the course of 1 hour, which can be during a short or long rest, you can touch one melee weapon, shield, or set of armor to perform a ritual adding the item to your Arcane Armory. Your Arcane Armory is an extradimensional space that only its Magus can access.

Objects in your Arcane Armory gain the following benefits:

- They count as magical weapons, shields, or sets of armor.
- You can use your Intelligence, in place of Dexterity, when calculating Armor Class in this light and medium armor, so long as you do not already add it to your Armor Class.
- As a bonus action, you can shunt or summon any number of objects of your choice from within your Arcane Armory, instantly equipping, donning, or doffing those items.

Your Arcane Armory can hold a total number of objects equal to 1 + your Intelligence modifier (a minimum of 1) at one time, but one of those objects must always be a weapon. If you perform this ritual on another object while the Armory is at its maximum, one object of your choice is removed.

ARCANE ARMORY & ANTIMAGIC EFFECTS

The effects of the *antimagic field* spell, and other similar effects, suppress the effects of your Arcane Armory while you are within the area of antimagic.



FIGHTING STYLE

At 1st level, you adopt a Fighting Style that best reflects your training. You cannot select a Fighting Style more than once, even if a feature allows you to select another Fighting Style.

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

ARCANE WARRIOR

You learn two cantrips of your choice from the Wizard spell list, and Intelligence is your Spellcasting modifier for them.

At 2nd level, they become Magus spells for you, but they don't count against your total number of Cantrips Known.

ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +2 bonus to weapon attack rolls and a +1 to Armor Class so long as you are not using heavy armor or a shield.

DEFENSIVE FIGHTING

While you are wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

DUAL WIELDING

While two-weapon fighting, you make your off-hand weapon attack as part of the Attack action instead of a bonus action, and can add your ability modifier to the damage of this attack.

When you do, you cannot also make a bonus action attack.

DUELING

When wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to weapon damage rolls.

PROTECTOR

When a creature you can see attacks you, or a target within 5 feet, you can use a reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or melee weapon to gain this benefit.

SHIELD WARRIOR

You gain proficiency with shields as a martial melee weapon, and on hit, your shield deals 2d4 bludgeoning damage. If you are wielding a shield and nothing else, you gain a +1 bonus to attack rolls with your shield and to your Armor Class.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or to take the Use an Object action.

SPELLCASTING

At 2nd level, you have learned to cast arcane spells, much like a Wizard, which you use to enhance your abilities in combat:

CANTRIPS

You learn two cantrips of your choice from the Magus spell list, which can be found at the end of this class description. You learn another Magus cantrip at 4th and 10th level, as shown in the Cantrips Known column of the Magus table.

SPELLCASTING FOCUS

You can use any weapon or shield within your Arcane Armory as a spellcasting focus for your Magus spells. They can also be used to perform the somatic components of Magus spells.

You can also use an Arcane Focus as a spellcasting focus.

SPELL SLOTS

The Magus table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast a spell you know, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots each time you finish a long rest.



SPELLS KNOWN OF 1ST-LEVEL & UP

You know two 1st-level spells of your choice from the Magus spell list. The Spells Known column of the Magus table shows when you learn more Magus spells. Each Magus spell you learn must be of a level for which you have spell slots. For instance, when you reach 6th level, you learn a spell of your choice from the Magus spell list of either 1st-level or 2nd-level.

Whenever you gain a Magus level, you can choose one Magus spell you know and replace it with another Magus spell of your choice, of a level that you have spell slots for.

SPELLCASTING ABILITY

As you commit your spells to memory, Intelligence is your spellcasting ability for your Magus spells. Use Intelligence when a spell refers to your spellcasting ability, when you set a saving throw DC, or when you make a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

SPELLSTRIKE

Starting at 2nd level, you learn to channel your spells through weapons. Once per turn when you would make an attack, you can cast a Magus spell, expending a spell slot as normal, and make an attack with a melee Arcane Armory weapon. To be channeled through a Spellstrike attack in this way, the spell must meet the following requirements:

- The Magus spell must have a casting time of 1 action.
- The Magus spell must require a single spell attack roll, force its target to make a saving throw, or affect a total number of hit points worth of creatures (like *sleep*).

If your attack misses, the spell fails and has no effect. On a hit, the spell takes effect immediately after the normal effects and damage of your weapon attack, using the rules below:

Area of Effect. If the spell targets an area greater than a 10-foot cube, it takes effect as a 15-foot cone originating from you, which must include your target, or it is contained to only affect the target of your attack (your choice on hit).

Cantrips. You do not deal the damage of the Cantrip along with the damage of your weapon. Instead, your weapon deals the damage type dealt by the Cantrip, and applies the Cantrip's additional effects, other than damage, on hit.

Concentration. If the spell requires your concentration, you must concentrate on it as soon as it takes effect on hit.

Saving Throws. If the spell requires a saving throw when cast, the target makes the initial saving throw at disadvantage on hit. If you score a critical hit on the attack, it automatically fails this saving throw. Other targets (if any) save as normal.

Spell Attacks. If the spell requires a spell attack roll, it instantly takes effect when you hit with your weapon attack.

ARCANE REGENERATION

Starting at 3rd level, you can meditate on your knowledge of the arcane to regenerate magic potential. During a short rest, you can recover spell slots of a combined level equal to your Intelligence modifier. Once you do so, you must finish a long rest before you can use this feature again.



ESOTERIC ORDER

At 3rd level, choose the Esoteric Order that best represents your Magus' skills: the Orders of Arcanists, Arcane Archers, Blade Dancers, Dragon Knights, Spellbreakers, or Warders.

Your Esoteric Order grants you features at 3rd level, and again when you reach 7th, 15th, and 20th level in this class.

ORDER SPELLS

Most Esoteric Orders have a list of Order Spells you learn at the Magus levels noted in your Order description. Your Order Spells count as Magus spells for you, but don't count against your total number of Spells Known. You cannot replace these Order Spells with another spell when you gain a level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

You can still only make one Spellstrike attack per turn.

SPELLSIGHT

Also at 5th level, you can use an action to awaken your senses to the presence of magic within 30 feet as if you had cast *detect magic*. While this sense is active, you can touch an object and gain knowledge as if you had cast *identify*. This special sense requires your concentration, and it lasts for 1 minute.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.



ETHEREAL JAUNT

Starting at 6th level, you can focus residual power from spells to slip through the Ethereal Plane. On your turn, immediately before or after you cast a Magus spell or Spellstrike, you can teleport to an unoccupied space you can see within 10 feet.

The range of this feature is 10 feet, plus an extra 10 feet for each level of the spell slot you expended (maximum 60 feet).

SPELLSUNDER

You can use Spellstrike to cut down hostile spells. Starting at 9th level, when you see a creature cast a spell that will affect you, you can use a reaction to expend a spell slot and use an Arcane Armory weapon to attack the spell as it takes effect.

If the spell was cast at a level equal to the level of the spell slot you expended or lower, the spell fails and has no effect. If it was cast at a level higher than the slot you expended, make an attack roll with your weapon. If your attack roll exceeds 12 + twice the level of the spell, the spell fails and has no effect.

MYSTICAL WARD

You can cast your spells in battle and avoid their most potent effects. Beginning at 10th level, you are immune to the effects of any Magus spell you cast, unless you wish to be affected.

ARCANE CONSERVATION

Starting at 11th level, when you use Spellstrike and miss with your weapon attack, you can regain one expended spell slot. When you do so, you cannot also use Ethereal Jaunt.

The spell slot you regain with this feature must be a lower level than the slot you expended as part of your Spellstrike.

At 18th level, you regain the same spell slot you expended.

PRISMATIC STRIKES

Your weapons are infused with the arcane power you channel through them. Starting at 11th level, your attacks with Arcane Armory weapons deal a bonus 1d8 damage on hit.

This bonus damage must be the damage type dealt by a Magus spell you know, and it can be chosen on hit.

SUPERIOR SPELLSUNDER

Starting at 14th level, when a creature you can see within 30 feet is targeted by a spell you can see, you can use a reaction to teleport to an unoccupied space within 5 feet of it and use your Spellsunder reaction against the triggering spell.

ESOTERIC ORDERS

Choose the Esoteric Order from the options below that best represents your Magus's arcane abilities and combat style:

Arcanists	Dragon Knights
Arcane Archers	Spellbreakers
Blade Dancers	Warders

Additional Fighting Styles, Feats, and six Esoteric Orders, including the Order of Armors, Hexblades, and Travelers for the Magus class can be found in the [Magus: Expanded!](#)

ORDER OF ARCANISTS

Magi who join the Order of Arcanists often find themselves in the service of Wizards and other learned practitioners of the arcane arts. While most Magi only study magic for its uses in combat, those who join this Order explore the broader uses of arcane magic, and will go so far as to keep a spellbook and learn rituals that will aid in their quest for knowledge.

ADVANCED ARMORY

3rd-level Order of Arcanists feature

Your Order has taught you to expand your Arcane Armory to hold more than the armaments of war. You can perform your Arcane Armory ritual on potions, spell scrolls, staves, wands, Tiny wondrous items, and other Tiny items, storing them in your Arcane Armory. As normal, you can use a bonus action to shunt or summon these items from your Arcane Armory, but you must have a free hand to do so.

Also, the maximum number of objects you can have as part of your Arcane Armory is equal to your Intelligence modifier (minimum of 1) + your Magus level. All other rules for your Arcane Armory still apply.





ARCANE SPELLBOOK

3rd-level Order of Arcanists feature

Unlike other Magi who memorize spells for use in battle, you maintain a spellbook from which you can prepare spells:

Spellbook. You gain a Spellbook that contains a number of spells of your choice equal to your number of Spells Known, which replace your current Spells Known. You choose these new spells from the Magus or Wizard spell list, but they must be of a level that you have the spell slots for as shown on the Magus table. Your Arcane Spellbook is a Tiny item that can be enchanted as part of your Arcane Armory.

Preparing Spells. Over the course of a long rest, you can spend 1 hour preparing your spells for the day. You prepare a number of spells from your Spellbook equal to half your level + your Intelligence modifier + your proficiency bonus. These are the only spells you can cast until you prepare other spells, and while prepared they count as Magus spells for you.

Ritual Casting. You can cast the ritual version of any spell in your Spellbook even if you do not have the spell prepared.

Learning New Spells. Whenever you gain a Magus level, you add another Magus or Wizard spell of your choice to your Spellbook. It must be of a level for which you have spell slots.

You can also copy any Magus or Wizard spell from a spell scroll or Spellbook into your Arcane Spellbook by spending 1 hour and 10 gold for rare inks, per spell level, so long as the spell is of a level for which you have spell slots.

WAR MAGIC

7th-level Order of Arcanists feature

You can seamlessly weave minor spells with weapon attacks. Whenever you use your action to cast a Magus spell you can make a weapon attack as a bonus action on that turn.

ESOTERIC SIGHT

15th-level Order of Arcanists feature

The duration of your Spellsight increases to 10 minutes, it no longer requires concentration, and while it is active you gain Truesight out to a 30-foot radius and you have advantage on any weapon attack rolls you make as part of Spellsunder.

GRAND ARCANIST

20th-level Order of Arcanists feature

You wield arcane magic that rivals an archmage. You add one 6th-level and one 7th-level Wizard spell of your choice to your Spellbook. You can cast each spell once without expending a spell slot, and regain the ability to do so after a long rest.

**ORDER OF
ARCANE ARCHERS**

Originally founded by a sect of elvish mage hunters, the Magi known as Arcane Archers are masters of bow, arrow and spell. While most Magi thrive in close-quarters combat, Arcane Archers strike at foes from afar, raining magic arrows down on foes. Most members of this Order are guardians, but some Arcane Archers strike out as adventurers.

ARCANE ARCHER SPELLS

3rd-level Order of Arcane Archers feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level Spells

3rd	<i>ensnaring strike</i> ^{LL} , <i>hail of thorns</i> ^{LL}
5th	<i>acid arrow</i> , <i>cordon of arrows</i> ^{LL}
9th	<i>conjure volley</i> ^{LL} , <i>lightning arrow</i> ^{LL}
13th	<i>arcane eye</i> , <i>elemental bane</i> *
17th	<i>scrying</i> , <i>swift quiver</i> ^{LL}

ARCANE QUIVER

3rd-level Order of Arcane Archers feature

You have learned to use the signature enchantments of the Magi with ranged weapons. You gain the following benefits:

- You can add ranged weapons and quivers containing up to 20 pieces of ammunition each to your Arcane Armory.
- You can use Spellstrike with ranged weapons that are part of your Arcane Armory. However, any spells that have an area of effect are contained to only affect your target.

ENCHANTED SHOT

7th-level Order of Arcane Archers feature

When you make an attack roll with a ranged Arcane Armory weapon and miss, you can use a reaction to magically curve your shot and re-roll that attack against a different target that you can see within 60 feet of your attack's original target.



RANGED TRANSPOSITION

15th-level Order of Arcane Archers feature

As an action, you can enchant a piece of ammunition with conjuration magic and fire it from a ranged Arcane Armory weapon at a point you can see. When it comes to a stop, you instantly teleport to an unoccupied space within 5 feet of it.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a spell slot to use this feature again.

ELITE ARCHER

20th-level Order of Arcane Archers feature

As a bonus action, you can enter a heightened state of arcane focus which grants you the following benefits:

- Ranged attacks with your Arcane Armory weapons deal force damage in place of their normal damage.
- You can use Ethereal Jaunt to teleport up to 10 feet after each ranged Arcane Armory attack you make.
- When you hit a target with a ranged Arcane Armory attack, you can expend a spell slot to deal extra force damage to the target. This bonus damage is 2d4 per level of the spell slot you expended.

This heightened state lasts for 1 minute, but ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you must finish a long rest before you can use it again. If you have no uses left, you can expend a 5th-level spell slot to enter this heightened state again.

ORDER OF BLADE DANCERS

The Magi known as Blade Dancers dedicate their lives to the art of the Blade Dance. This mystical trance allows the Magi to empty their mind of all emotion and distraction to become one their blade. Masters of this trance are deadly whirlwinds of arcane power and savage steel in battle.

Typically, Magi of this Order take on a single apprentice, teaching them, and only them, the secrets of their Order.

BLADE DANCE

3rd-level Order of Blade Dancers feature

Your Order's style of combat is an art. You gain proficiency in Performance, and you can use your Strength or Dexterity, in place of Charisma, when making a Performance check.

So long as you are not wearing heavy armor or wielding a heavy weapon, you can use your bonus action to enter the trance known as the Blade Dance. This trance lasts for 1 minute, and while it is active, you gain the benefits below:

- Your walking speed increases by 10 feet.
- You gain a +1 bonus to your Armor Class.
- When you roll damage for an attack or spell, you can roll the damage dice twice and use the higher result. Once you do, you cannot do so again until the start of your next turn.
- You add your Intelligence modifier (minimum of +1) to all Strength (Athletics) and Dexterity (Acrobatics) checks.

Your Blade Dance ends if you are incapacitated, if you don heavy armor or a heavy weapon, or if you use a bonus action to end it. Once you enter a Blade Dance you must complete a short or long rest before you can do so again. When you have no uses of this feature remaining, you can expend a spell slot of 1st-level or higher to enter the Blade Dance again.

BLADE DANCER SPELLS

3rd-level Order of Blade Dancers feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level	Spells
3rd	<i>compelled duel, zephyr strike</i> *
5th	<i>blur, misty step</i>
9th	<i>elemental weapon, haste</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>steel wind strike</i> ^{LL} , <i>vorpall blade</i> ^{LL}

FLUID STEPS

7th-level Order of Blade Dancers feature

Your Order's emphasis on fluidity and martial skill has honed your reflexes. You gain proficiency in Dexterity saving throws, and you add your proficiency bonus to initiative rolls.

Also, your Blade Dance Armor Class bonus becomes +2.

BLADE SONG & DANCE

The Order of Blade Dancers serves as the Magus' counterpart to the Wizard's School of Bladesinging. While the abilities differ mechanically, the benefits of *Blade Dance* and *Bladesong* should not stack.



DEADLY DANCE

15th-level Order of Blade Dancers feature

You have become an expert of the Blade Dance, and while you are in this trance you gain the additional benefits below:

- Whenever you are forced to make a Dexterity saving throw to take half damage, you take no damage on a successful save, and only have damage on a failed save.
- Whenever you use Spellsunder, you add your Intelligence modifier (minimum of +1) to the attack roll you make.
- Your Blade Dance Armor Class bonus becomes +3.

MASTER OF BLADES

20th-level Order of Blade Dancers feature

You have reached the apex of your Order and been granted the title of Master of Blades. You are always considered to be under the effects of your Blade Dance so long as you are not wearing heavy armor or wielding a heavy weapon.

Also, when you take the Attack action while in your Blade Dance, you make one additional attack as part of that action.

ORDER OF DRAGON KNIGHTS

Magi of this legendary Esoteric Order have their soul bound to a Draconic Companion. Using ancient magic, they infuse their Companion with draconic might beyond its years, and should their bond grow strong enough, they can mount their Draconic Companion, becoming a Dragon Knight of legend.

DRACONIC COMPANION

3rd-level Order of Dragon Knights feature

Your soul has been bound to that of a Draconic Companion. You choose its Essence from the following options: acid, cold, fire, lightning, or poison. Its Essence influences the color of its scales, and once it is chosen it cannot be changed.

Your Companion uses the Draconic Companion stat block on this page, which uses your proficiency bonus (PB) and Magus Spell save DC throughout. It cannot bear a rider.

Your Draconic Companion is friendly to you and your allies and it obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own, but it only takes the Dodge action on its turn unless you use a bonus action to order it to take an action from its stat block or another action. Also, whenever you take the attack action, you can forgo one of your attacks to command your Companion to attack. If you are incapacitated, your Companion can act on its own, and it will defend both itself and you to the best of its abilities.

When your Companion is reduced to 0 hit points it makes death saving throws like a player character would. When it dies, you can perform a special 1-hour ritual, which can be during a short or long rest, that restores it to life with 1 hit point. As a part of this ritual, you can spend your Companion's hit dice so that it regains additional hit points equal to the hit dice rolled when it is returned to life.

DRACONIC COMPANION

Small Dragon, Lawful

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your Magus level

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	10 (+0)	14 (+2)

Damage Immunities Essence type

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, understands any languages spoken by the Magus bound to it.

Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Magus level. It also gains all the normal benefits of both short and long rests.

Soul Bound. You add your PB to any ability check or saving throw that your Draconic Companion makes.

Actions

Claw. *Melee Weapon Attack:* +3 +PB to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage + 1d4 Essence damage.

WYRMSOUL

3rd-level Order of Dragon Knights feature

The bond has infused your soul with draconic power. You learn to speak, read, and write Draconic.

Also, if you cast a Magus spell that deals acid, cold, fire, lightning, or poison damage, you can cause it to deal the damage type of your Companion's Essence instead of its damage type.





DRAGON KNIGHT SPELLS

3rd-level Order of Dragon Knights feature

You learn certain spells at the Magus levels in the table below. These spells do not count against your Spells Known and can't be switched upon gaining a level:

Magus Level	Spells
3rd	<i>absorb elements</i> *, <i>command</i>
5th	<i>dragon's breath</i> *, <i>warding bond</i>
9th	<i>elemental weapon</i> , <i>fear</i>
13th	<i>dominate beast</i> , <i>elemental bane</i> *
17th	<i>awaken</i> , <i>dominate person</i>

GREATER COMPANION

7th-level Order of Dragon Knights feature

As your power increases, so does that of your Companion. Your Companion becomes Medium in size and can bear you as a rider so long as you are Medium or smaller. However, its flying speed is halved while you are riding it.

Your Companion's claw attacks also count as magical, and you roll d6s in place of d4s for its Claw attack damage rolls.

ELEMENTAL BREATH

15th-level Order of Dragon Knights feature

Your Companion can channel its Essence into a blast of pure elemental power. As an action, it can exhale a 30-foot cone of elemental breath. Targets in that area must make a Dexterity saving throw against your Magus Spell save DC. Targets take 10d6 Essence damage on a failure, and half on a success.

Your Companion can use its Elemental Breath a number of times equal to your Intelligence modifier (minimum of once), and it regains all expended uses when it finishes a long rest. If it has no uses left, you can expend a spell slot of 3rd-level or higher to command it to use its Elemental Breath again.

MYTHIC COMPANION

15th-level Order of Dragon Knights feature

Your bond with your Companion has unlocked its true power. As an action, your Companion can change its size, choosing to be Small, Medium, or Large. If it is Large in size, its flying speed is no longer halved while it bears you as its rider. Also, once per turn when you command your Companion to attack, it can make two attacks instead of one.

GRAND DRAGON KNIGHT

20th-level Order of Dragon Knights feature

Empowered by your bond, your Draconic Companion has realized its true power. Your Companion uses the Exalted Companion stat block below in place of its previous statistics:

EXALTED COMPANION

Large Dragon, Lawful

Armor Class 20 (natural armor)

Hit Points 125

Speed 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	10 (+0)	18 (+4)

Damage Immunities Essence type

Senses Blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Draconic, understands any languages spoken by the Magus bound to it.

Hit Dice. The Companion has a number of d10 Hit Dice equal to your Magus level. It also gains all the normal benefits of both short and long rests.

Soul Bound. You add your PB to any ability check or saving throw that your Draconic Companion makes.

Actions

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 2d6 +5 magical slashing damage + 1d6 Essence damage.

Essence Breath (Recharge 5-6). Your Companion can exhale elemental energy in a 30-foot cone, forcing any creatures in that area to make a Dexterity saving throw. Creatures take 12d6 Essence damage on a failure, and half as much damage on a success.

This replaces your *Elemental Breath* feature.



ORDER OF SPELLBREAKERS

Magi who join the Order of Spellbreakers are known for their ruthless dedication to achieving their goals. This fraternity of arcane warriors and mage hunters use their Order's abilities to slay any who abuse magic power. While most Spellbreakers are discerning as they deliver judgment, some swear an oath to destroy any who utilize the arcane arts.

BALEFUL MARK

3rd-level Order of Spellbreakers feature

As a bonus action on your turn, you can place a Baleful Mark on a creature you can see. This Mark lasts until you use this feature on another creature, the target dies, or it is removed by an equally powerful spell.

This Mark is only visible to you, and while it is active, you gain the benefits listed below:

- You know the exact direction of your Mark, so long as you both remain on the same plane of existence.
- You learn its spellcasting ability and the level of the highest level spell it can cast, if any.
- If your Mark attempts to cast a spell while it is within your reach, you can use your reaction to make an opportunity attack against it.
- Whenever you damage your Mark, it has disadvantage on its subsequent saving throw to maintain concentration.

SPELLBREAKER SPELLS

3rd-level Order of Spellbreakers feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level	Spells
3rd	<i>bane, detect evil & good</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>counterspell^{LL}, magic circle</i>
13th	<i>banishment, resilient sphere</i>
17th	<i>dispel evil & good, planar binding</i>

MANTLE OF DEFENSE

7th-level Order of Spellbreakers feature

You can steel yourself to better resist the magic of your hated foes. Whenever your Mark forces you to make a saving throw to resist a spell or another magical effect, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

SPELLBREAKERS & OTHER MAGES

While most Spellbreakers harbor a deep distrust for mages of all kinds, some are known work alongside other spellcasters to hunt down a dangerous foe.

If you are playing a Spellbreaker Magus and have a spellcaster in your party, make sure to come to an arrangement that allows you to work as a team.



CRIPPLING MARK

7th-level Order of Spellbreakers feature

Whenever you see your Mark make an ability check or saving throw and you are within 30 feet, you can use your reaction to end your Baleful Mark and impose disadvantage on its roll.

However, when you end your Baleful Mark in this way, you cannot Mark that creature again until you finish a long rest.

REFLECTIVE SPELLSUNDER

15th-level Order of Spellbreakers feature

You can use the magic of your Order to reflect your enemy's magic back upon themselves. When you use Spellstrike and cause the spell to fail, you can force the creature that cast the spell to become the new target of their own spell.

The spell uses the caster's spell attack roll and Spell save DC. If it requires concentration, you must concentrate on it.

MASTER SPELLBREAKER

20th-level Order of Spellbreakers feature

You have risen through the ranks of your Order to become an unparalleled hunter of mages. You gain the benefits below:

- When you roll initiative, so long as you are not surprised, you can mark a creature you can see with Baleful Mark.
- You have advantage on any weapon attack rolls you make as part of Spellstrike and Spellstrike against your Mark.
- When you hit your Mark with a Spellstrike attack, you can end your Baleful Mark to cause your attack, including the spell, to deal maximum damage. After you do so, you can't Mark that creature again until you finish a long rest.



ORDER OF WARDERS

Magi who join the Order of Warders almost always do so for noble reasons. Combining their talent for the arcane with their signature style of defensive combat to serve as guardians for mages, nobles, and other important figures. While they are ultimately loyal to their Order, Warders make fierce friends and will stand side by side with their allies against any foe.

WARDER SPELLS

3rd-level Order of Warders feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level	Spells
3rd	<i>compelled duel, sanctuary</i>
5th	<i>aid, warding bond</i>
9th	<i>beacon of hope, life transference *</i>
13th	<i>faithful hound, death ward</i>
17th	<i>antilife shell, circle of power</i>

WARDER'S BOND

3rd-level Order of Warders feature

You are taught the signature protective style of your Order. You gain proficiency in heavy armor. Also, at the end of a long rest, you can touch a willing creature, forging a mystical bond that designates it as your Ward until your next long rest.

When your Ward is targeted by an attack or forced to make a saving throw and you are within 10 feet of it, you can use a reaction to instantly switch places and become the target of the triggering attack or effect. You must be able to see your Ward to use this reaction.

At certain Magus levels, the range of this reaction increases: at 7th level (30 feet), at 15th level (60 feet), and finally at 20th level the range is limited only by your line of sight.

ARCANE AEGIS

7th-level Order of Warders feature

You can temporarily infuse your Warder's Bond with arcane power to absorb damage. When you use your Warder's Bond reaction and you take damage, you can expend a spell slot as part of the same reaction to reduce that damage by 2d8 per level of the spell slot you expended.

Moreover, whenever you start your turn within 10 feet of your Ward, you can grant one of you temporary hit points equal to your Intelligence modifier (minimum of 1).

BOND PERFECTED

15th-level Order of Warders feature

The magic of your Bond has reached its apex. When you use your Warder's Bond reaction you are considered resistant to any damage you take from the triggering attack or effect.

In addition, while you are within 10 feet of your Ward you are both immune to the charmed and frightened conditions. If either of you is charmed or frightened and is within 10 feet of the other, the effects of the condition are temporarily suppressed, so long as you remain within 10 feet.

HIGH WARDER

20th-level Order of Warders feature

You have risen to the highest rank in the Order of Warders and stand as a stalwart arcane shield for any who are under your protection. At the end of each long rest, you can bond up to five willing creatures as your Wards with Warder's Bond. All other rules for your Warder's Bond still apply for you.

Also, when you use your Warder's Bond reaction because your Ward was targeted by a spell, you can use Spellunder as part of the same reaction. When you do so, you have advantage on your Spellunder attack roll.

If your Spellunder fails, you can still use Arcane Aegis to reduce the damage.



MAGUS SPELL LIST

Below are the spells available to Magi. They are organized by spell level, not character level. The spells below are found in the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Spells marked by LL are found in the [laserllama Spell Compendium](#), which includes new and alternate spells.

Any spells on the list below that are marked by an (s) are compatible with the Magus's Spellstrike feature.

CANTRIPS (0-LEVEL)

acid splash (s) LL
blade ward LL
booming blade LL
chill touch (s)
dancing lights
firebolt (s)
frostbite (s)*
glitterbeam (s) LL
green-flame blade LL
light
lightning lure (s) LL
mage hand
minor illusion
poison spray (s) LL
prestidigitation
resistance LL
ray of frost (s)
shocking grasp (s)
sword burst LL
tempestuous blade LL
true strike LL

1ST-LEVEL

absorb elements*
arcane lance (s) LL
armor of agathys
burning hands (s)
caustic brew (s)**
chromatic orb (s)*
color spray (s)
detect magic
earth tremor (s)*
expeditious retreat
faerie fire (s)
feather fall
fog cloud
grease (s)
ice knife (s)*
identify
jump LL
mage armor
magic missile
protection from good & evil
ray of sickness (s)
shield LL
sleep (s)
thunderwave (s)
torrent (s) LL
witch bolt (s) LL
zephyr strike*

2ND-LEVEL

acid arrow (s)
arcane scorcher (s)*
aura of frost LL
blindness/deafness (s)
blur
cloud of daggers
darkness
darkvision
earthen grasp (s)*
elemental blade LL
enhance ability
enlarge/reduce (s)
gust of wind (s)*
hold person (s)
invisibility
knock
levitate (s)
magic aura
magic weapon LL
mirror image
misty step
protection from poison
ray of enfeeblement (s)
scorching ray
shatter (s)
snowball swarm (s)*
spider climb

3RD-LEVEL

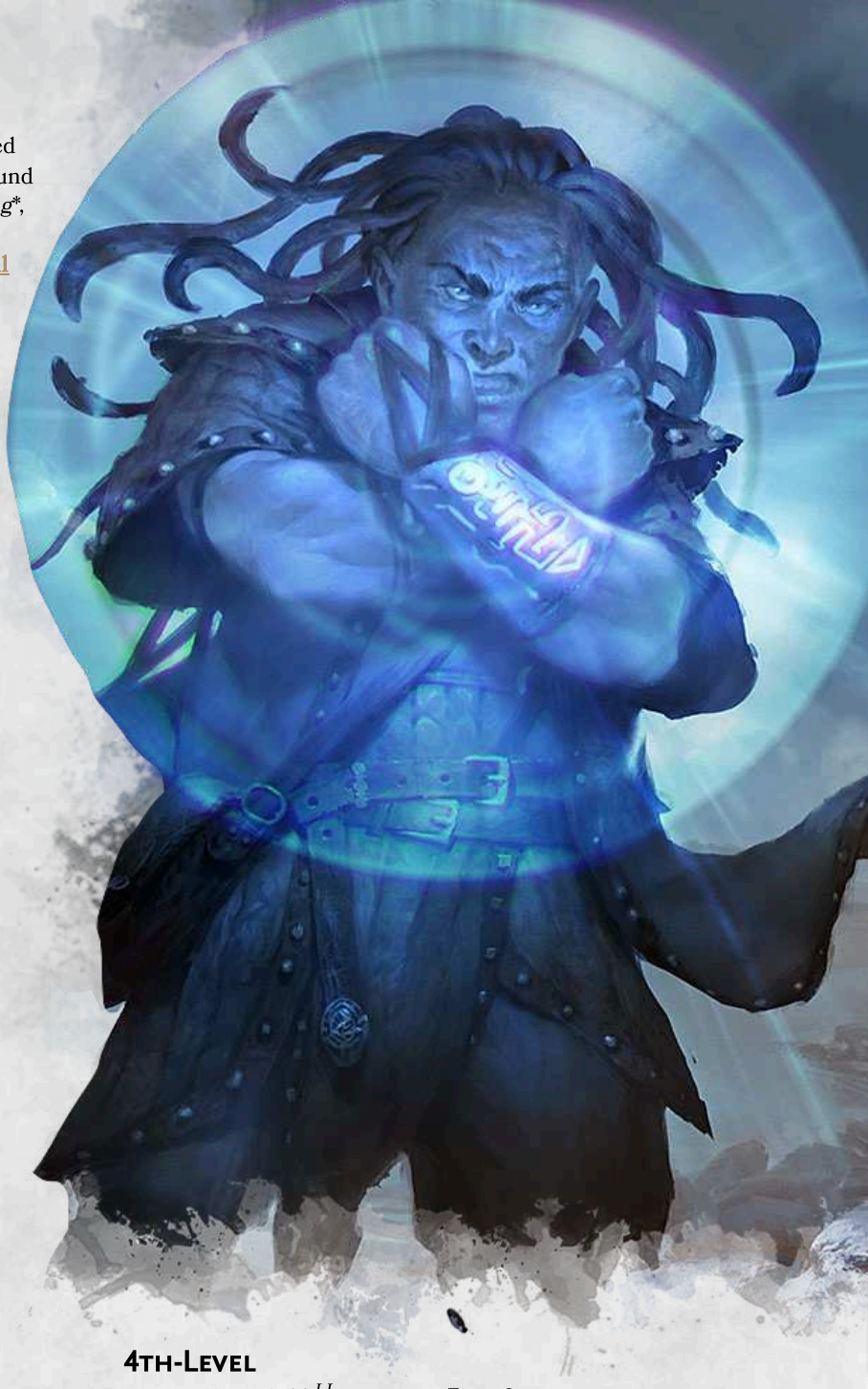
counterspell LL
dispel magic
elemental weapon
erupting earth (s)*
fireball (s)
flame arrows LL
fly
haste
lightning bolt (s)
magic circle
minute meteors*
protection from energy
sleet storm
slow (s)
sonic wave (s) LL
tidal wave (s)*
tiny hut LL
thunder step*
wall of sand*
wall of water*
wind wall

4TH-LEVEL

accursed touch (s) LL
arcane eye
banishment (s)
death ward
dimension door
elemental bane (s)*
fire shield
freedom of movement
greater invisibility
ice storm (s)
polymorph (s) LL
resilient sphere (s)
sickening radiance (s)*
stoneskin
vitriolic sphere (s)*
wall of fire
watery sphere (s)*

5TH-LEVEL

animate objects
cone of cold (s)
contagion (s)
dispel evil & good (s)
far step*
hold monster (s)
immolation (s)*
passwall
scrying
skill empowerment*
steel wind strike LL
teleportation circle
vorpal blade LL
wall of force LL
wall of light*
wall of stone





THE MAGUS

Master Spell and Sword with a new Intelligence-based, Half-Caster for 5e! Combine arcane spells and martial skill with six Esoteric Orders.

Version 4.2.2 - Created by [/u/laserllama](#)

Last Updated: November 14th, 2024

Artist Credits:

Covers - [Aleksi Briclot](#) - *The Harbinger*
Page 1 - [Tommy Arnold](#) - *Pondering Mage*
Page 3 - [A. Pisano](#) - *Vorpal Sword (Variant)*
Page 4 - [Joe Slutcher](#) - *Embercleave*
Page 5 - [Justyna Dura](#) - *Spark of Ice and Fire*
Page 6 - [Clint Cearley](#) - *Catti-Brie*
Page 7 - [M. Villeneuve](#) - *Shanna, Sisay's Legacy*
Page 8 - [Adam Cohen](#) - *Alchemy Red dragons*
Page 9 - [Greg Rutkowski](#) - *Chaos Dragon*
Page 10 - [Daarken](#) - *Ihsan's Shade*
Page 11 - [Caio Monteiro](#) - *Vorpal Sword*
Page 12 - [M. Castañón](#) - *Dauntless Bodyguard*
Page 13 - [Svetin Velinove](#) - *Willbender*

Additional *Laserllama* Homebrew content can be found for free on [GM Binder](#).

Want more Fighting Styles, Feats, or Esoteric Orders? Check out the [Magus: Expanded!](#)

Support me on [Patreon](#) for access to the exclusive vampiric *Order of Crimson Knights* & mystical *Order of the Aurora*

